FIG. 1

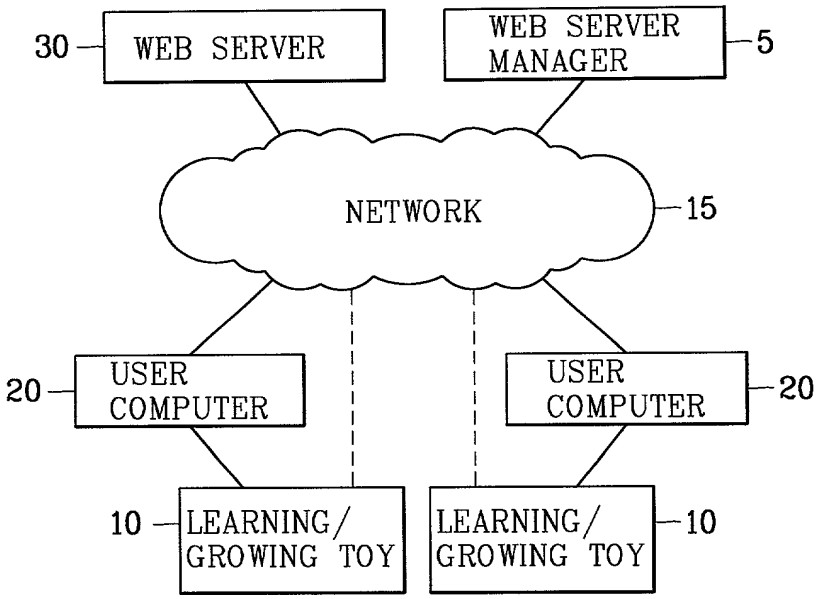

30
WEB SERVER
WEB SERVER MANAGER
5
NETWORK
15
20
USER COMPUTER
USER COMPUTER
20
10
LEARNING/ GROWING TOY
LEARNING/ GROWING TOY
10

FIG. 2

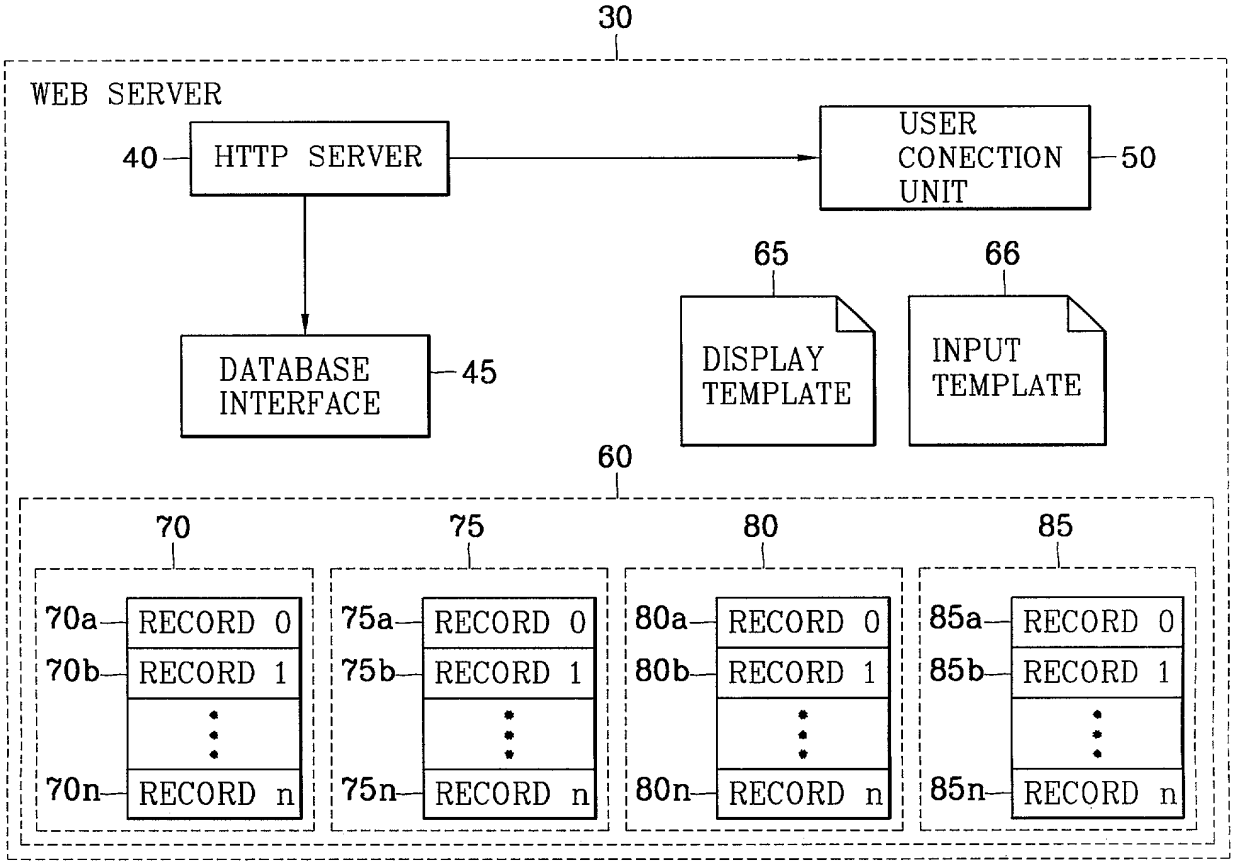

30
WEB SERVER
40
HTTP SERVER
USER CONECTION UNIT
50
65
66
DISPLAY TEMPLATE
INPUT TEMPLATE
DATABASE INTERFACE
45
60
70
75
80
85
70a
RECORD 0
70b
RECORD 1
70n
RECORD n
75a
RECORD 0
75b
RECORD 1
75n
RECORD n
80a
RECORD 0
80b
RECORD 1
80n
RECORD n
85a
RECORD 0
85b
RECORD 1
85n
RECORD n

FIG. 3

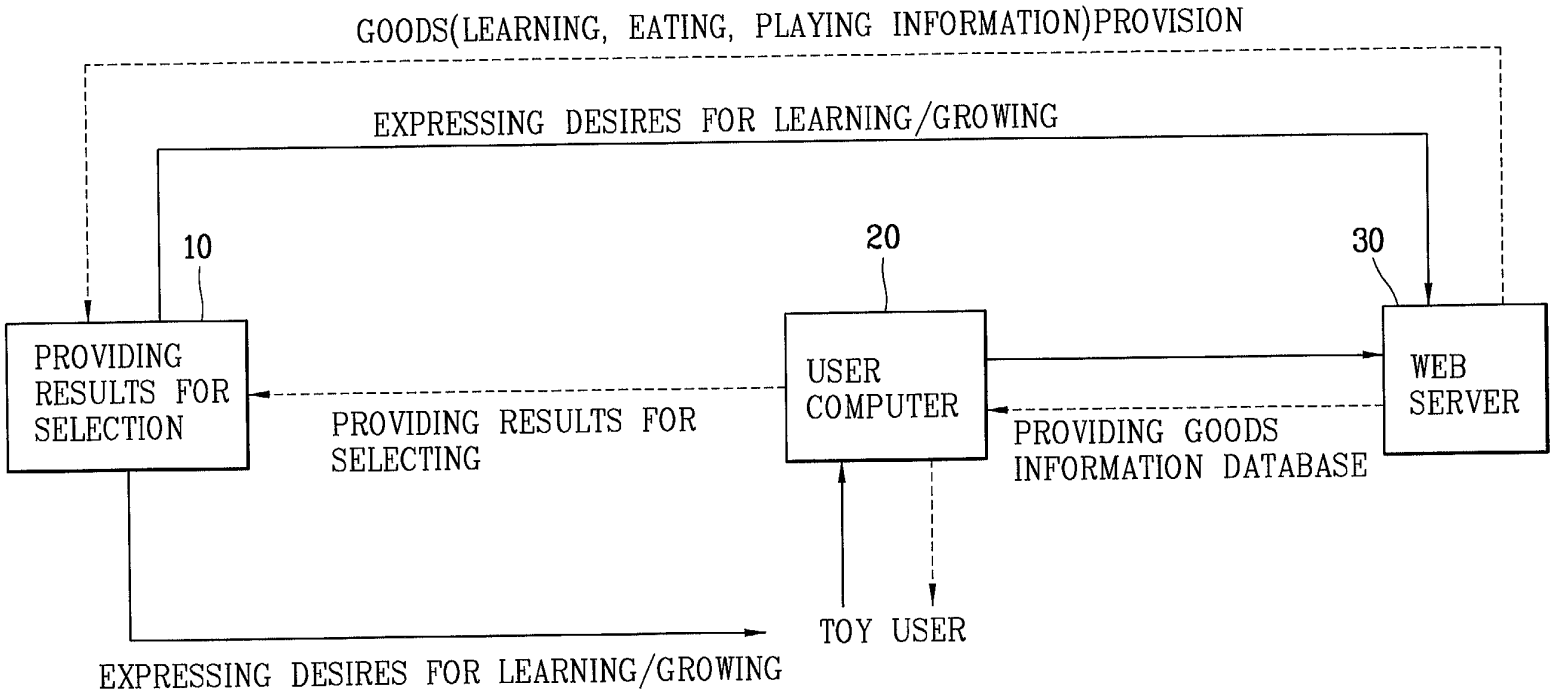

GOODS(LEARNING, EATING, PLAYING INFORMATION)PROVISION
EXPRESSING DESIRES FOR LEARNING/GROWING
10
20
30
PROVIDING RESULTS FOR SELECTION
USER COMPUTER
WEB SERVER
PROVIDING RESULTS FOR SELECTING
PROVIDING GOODS INFORMATION DATABASE
TOY USER
EXPRESSING DESIRES FOR LEARNING/GROWING

FIG. 4

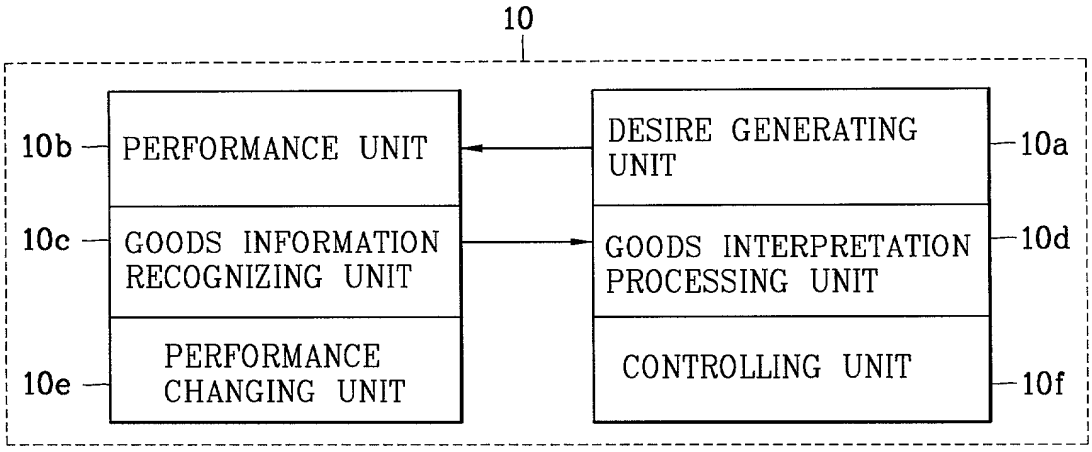

10
10b
PERFORMANCE UNIT
10c
GOODS INFORMATION RECOGNIZING UNIT
10e
PERFORMANCE CHANGING UNIT
DESIRE GENERATING UNIT
10a
GOODS INTERPRETATION PROCESSING UNIT
10d
CONTROLLING UNIT
10f

FIG. 5

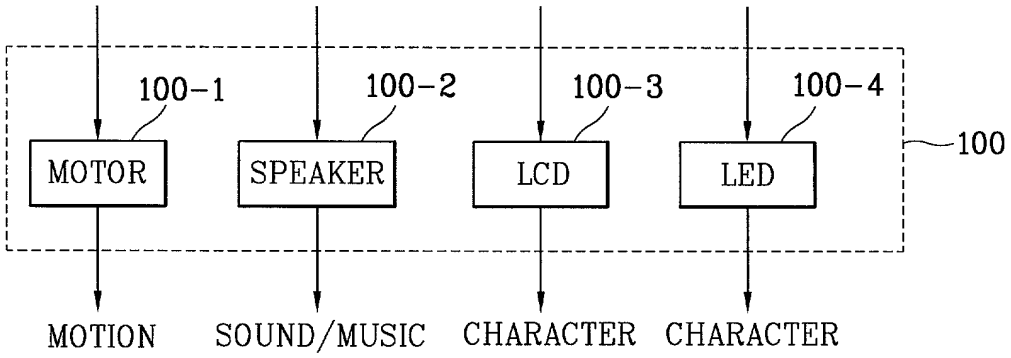

100-1
100-2
100-3
100-4
MOTOR
SPEAKER
LCD
LED
100
MOTION
SOUND/MUSIC
CHARACTER
CHARACTER

FIG. 6

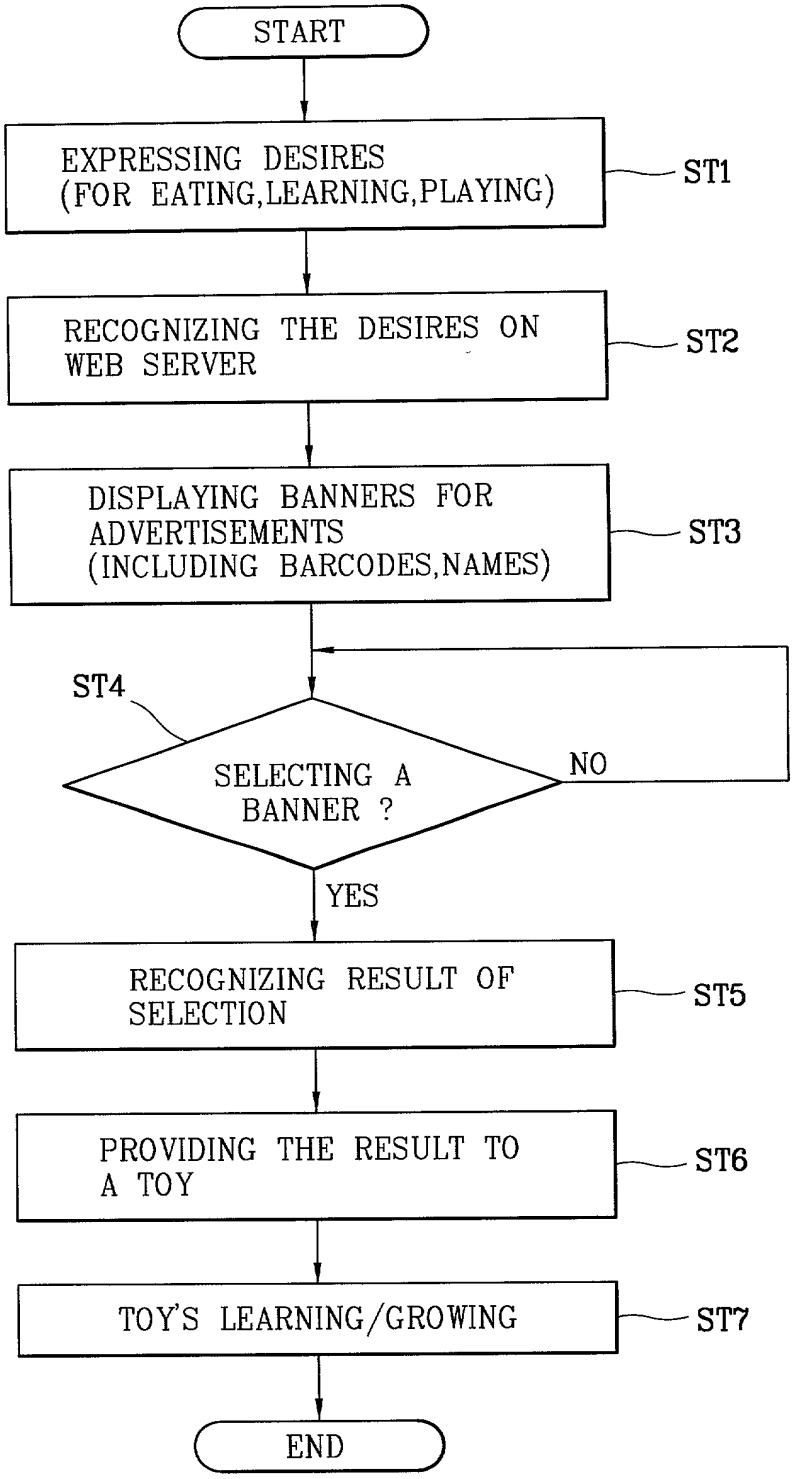

START
EXPRESSING DESIRES (FOR EATING,LEARNING,PLAYING)
ST1
RECOGNIZING THE DESIRES ON WEB SERVER
ST2
DISPLAYING BANNERS FOR ADVERTISEMENTS (INCLUDING BARCODES,NAMES)
ST3
ST4
SELECTING A BANNER ?
NO
YES
RECOGNIZING RESULT OF SELECTION
ST5
PROVIDING THE RESULT TO A TOY
ST6
TOY'S LEARNING/GROWING
ST7
END

FIG. 7

- GENERATING DESIRES ACCORDING TO EMOTIONAL, PHYSICAL STATUS (FOR EXAMPLE,USE OF BATTERY ⟶ APPETITE INCREASE)
- REGULARLY USE GOODS(BREAD 3 TIMES PER DAY)
- CHANGE OF THE NUMBER OF GOODS IN ACCORDANCE WITH RESPECTIVE GROWING STAGES
- CHANGE OF GOODS IN ACCORDANCE WITH RESPECTIVE GROWING STAGES(E.G.CHANGE THE STUDYING MAGAZINE)
- GENERATING IRREGULAR DESIRE(E.G.PARK,TOYS)

FIG. 8

DESIRES	ITEM	RELATED BANNER D/B	EXAMPLES
DESIRE FOR EATING	BEVERAGES	A PRODUCT OF B COMPANY, D PRODUCT OF B COMPANY •••	COKE
	SNACKS	F PRODUCT OF E COMPANY, H PRODUCT OF G COMPANY •••	CHEETOS
	BREADS	•••	FULLMOON
	ICECREAMS	•••	BRAVOCONE
DESIRE FOR STUDYING	INSTITUTES	•••	SHICHIDA
	STUDYING MAGAZING	•••	STUDYING HELPER
DESIRES FOR PLAYING	PARKS	A PARK,B PARK	LOTTE WORLD
	BALL GAMES	•••	SOCCER BALL GYMNASIUM
	PROGRAMS	•••	TELETUBBIES
	TOYS	•••	GOLDRUN

FIG. 9

ITEM	BARCODES	GOODS CLASSIFICATION	DETAILED INFORMATION (TEXT VOICE/ VIDEO)	REACTION OF ROBOT WHEN RECOGNIZING	REASONS FOR DESIRES	POSITIVE EFFECTS	NEGATIVE EFFECTS	VALID THRU
NABISCO	881236	SNACK	DETAILED INFORMATION	RELATED COMMERCIAL SONG	DESIRE OF EATING	SATISFYING DESIRE PLEASANT FEELING	LOWERING DESIRE FOR LEARNING	4 WEEKS
MAXWELL COFFEE	883456	BEBERAGES		SONG/DANCE	DESIRE OF EATING	ACTIVELY PERFORM	LOWERED ACTIVITY BEFORE NOON	3 MONTHS
HEALTH CLUB	001234	HEALTH CARE	GUIDING THE HEALTH CLUB	LIFTING A BARBELL	DESIRE FOR PLAYING	STRENGTHENED	INCREASED APPETITE	FOREVER
MENTAL ARITHMETIC INSTITUTE	001233	LEARNING	GUIDING LEARNING STAGES		DESIRE FOR STUDYING	INTELLECTUALLY GROWN	WEAKENED	1 MONTH

FIG. 10

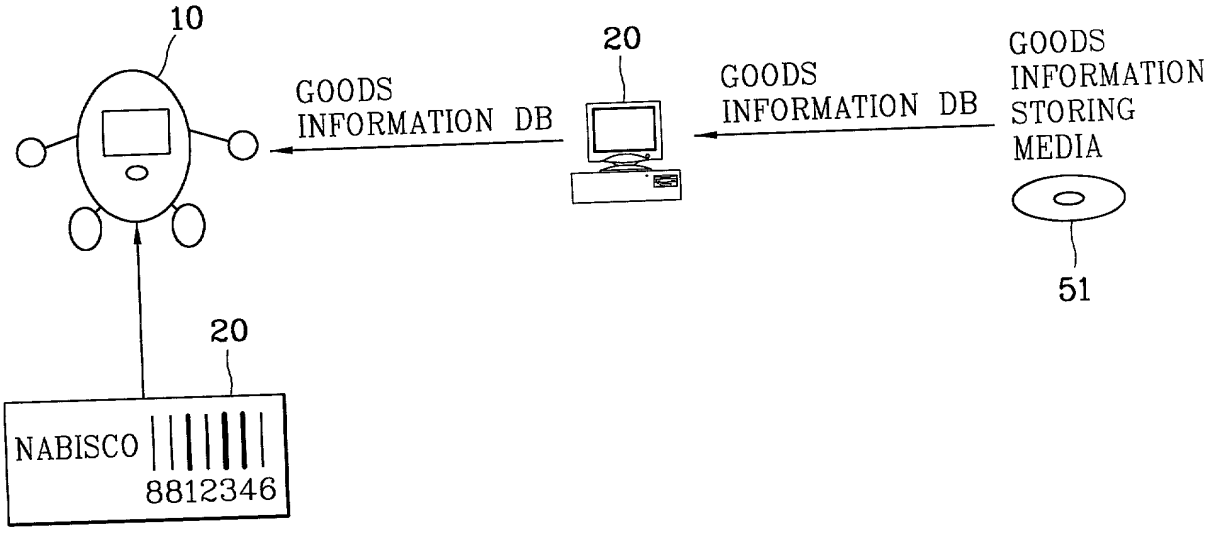

10
20
GOODS
INFORMATION DB
GOODS
INFORMATION DB
GOODS
INFORMATION
STORING
MEDIA
51
20
NABISCO
8812346

FIG. 11

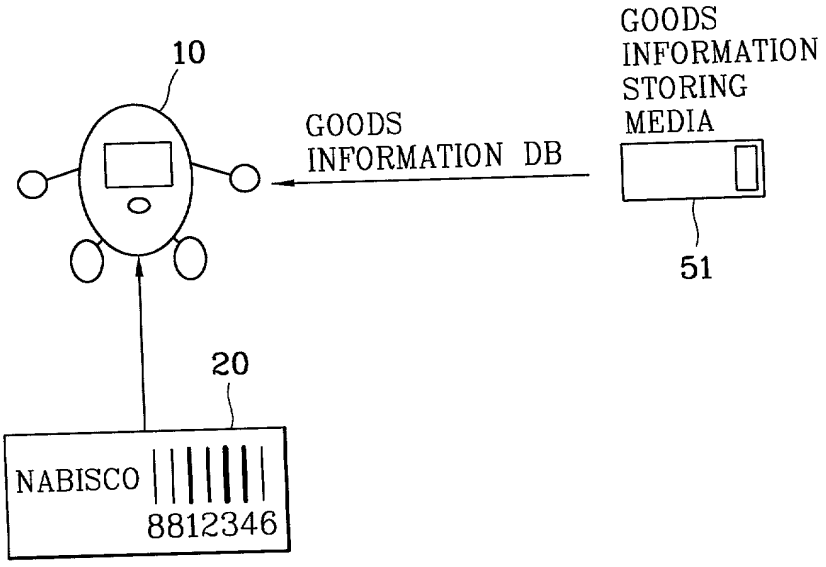
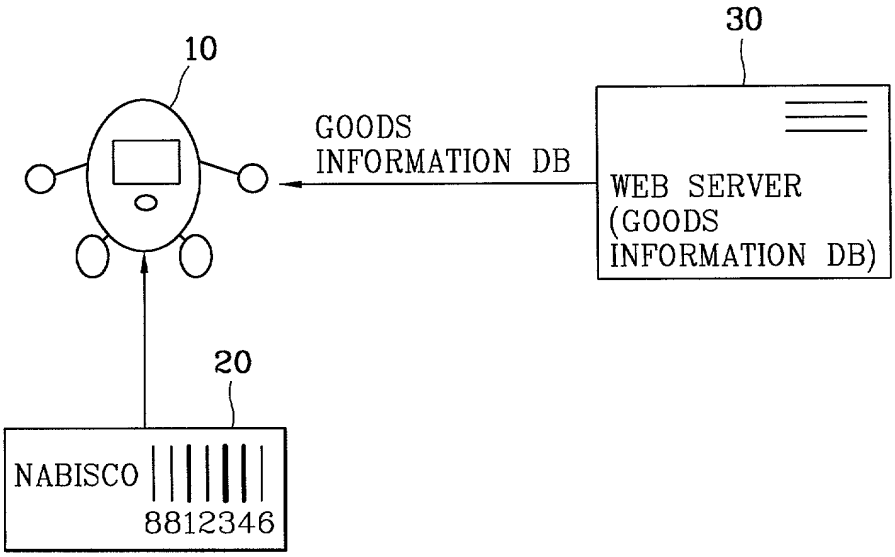

10
GOODS
INFORMATION DB
GOODS
INFORMATION
STORING
MEDIA
51
20
NABISCO
8812346

FIG. 12


30
10
GOODS
INFORMATION DB
WEB SERVER
(GOODS
INFORMATION DB)
20
NABISCO
8812346